

Feudal System - P9

By: Joey Saia, Morgan Keith, and Bailey Champion

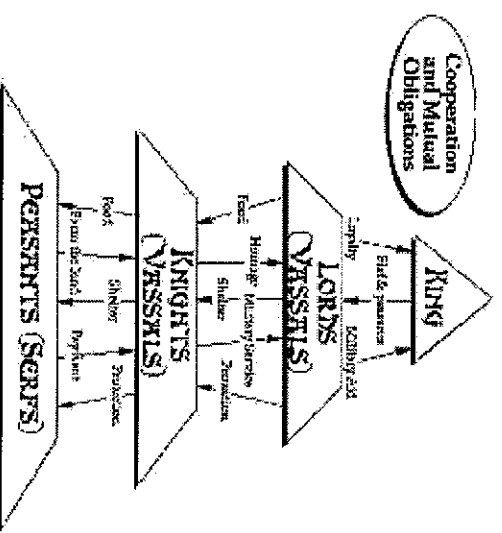
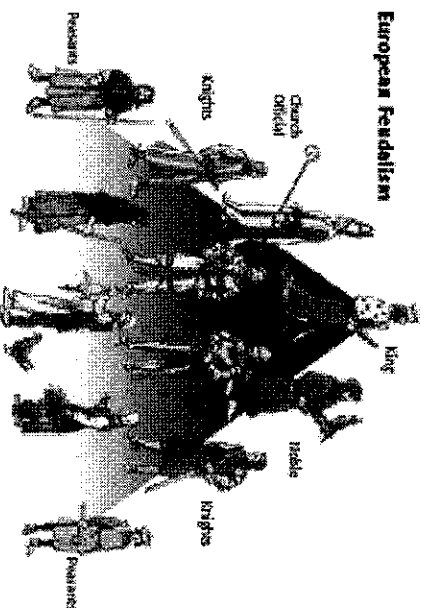
Feudalism - a decentralized political system that will place military power in the hands of lesser lords and have a weak central authority.

Why Feudalism existed:

- Roman Empire collapsed and needed a source of protection. No longer had strong central authority.
- The rulers had no currency and couldn't pay for an army.
- The knights would only fight in exchange for land.

Social Hierarchy(Structure)

- Kings were at the top of the social hierarchy.
- Kings would then give land to the Lords.
- Lords would then give protection, food and shelter to the Knights in exchange for military service.
- Knights had to follow the code of Chivalry.
- The lowest class was the Peasants who would work on the knights land in exchange for protection.



Chivalry-

- a code of ethics for knights
- Knights were expected to display courage in battle and loyalty to their lords
- it had a set of ideals and demanded that a knight must fight bravely in defense of his three masters (Earthly feudal lord, Heavenly lord, and his chosen lady)
- they also had to defend the church and treat captives respectfully



-A Knight showing respect to his lord

Obligations exchanged-

- A Lord demanded 40 days of combat a year and the knight had to give an oath of loyalty (**homage**)
- they rewarded knights with **fiefs** from their estates

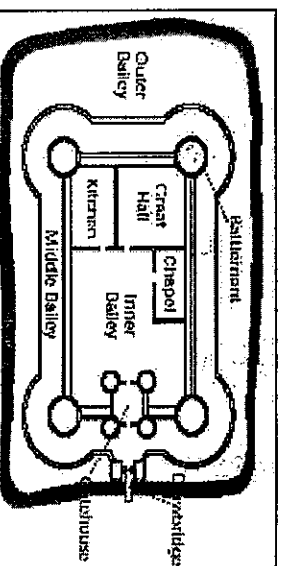
Design and Purpose of Castles-

Design~

- Old castles were made of wood, later changed to stone
- Used ropes to mark where walls, **moats**, and gates would be
- **Moat**- a deep, wide ditch surrounding a castle, fort, or town, typically filled with water and intended as a defense against attack.
- Surrounded by towers, courtyards, and reception halls
- Had paintings and murals on the walls
- The **tenshu** determined wealth, the higher the tenshu the wealthier the person
- **Tenshu**- the central tower or main keep of a Japanese castle.

Purpose~

- Protection during war because they didn't have soldiers
- Land was the most important thing a king could give a **Vassal**
- **Vassal**- a person granted the use of land, in return for rendering homage, fealty, and usually military service or its equivalent to a lord or other superior.
- Permanent housing



- Middle ages castle and floor plan

Medieval France

by Dylan Roussin, Alyssa Vigo, and Paige Murtaugh, Per 3

Structure:

- France was ruled by a **monarchy**, but also had a body of representatives called the **Estates-General**. The clergy were the first estate, the great lords were the second estate, and the commoners, wealthy landowners, and merchants that were part of the third estate.

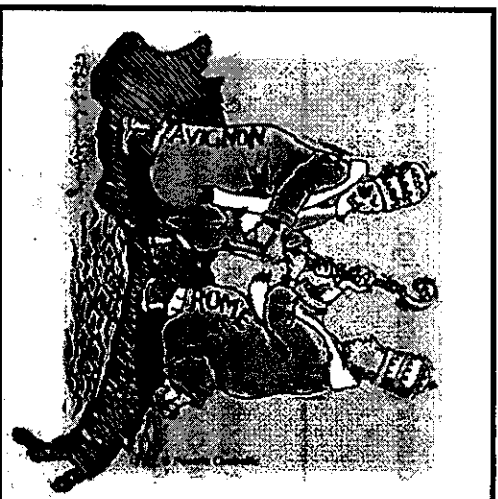


This shows a map of medieval France and all of it's sections

Problems Between France and the Catholic Church

The Great Schism:

- Pope Boniface VIII tried to get the King to obey him. Instead of doing this, the King captured the pope. He was rescued but died shortly afterwards.
- Pope Clement moved from Rome to Avignon causing the church to weaken
- When they tried to move the papacy back to Rome, they selected Pope Urban VI and regretted their choice. They attempted to select a second Pope.
- Each Pope declared the other the false pope, causing a split the church called the **Great Schism**
- There were 3 popes now. The Holy Roman Emperor caused all popes to resign and Martin V was selected as pope ending the **Great Schism**



This depicts two of the popes for power during the Great Schism
War in France

The Hundred Years' War:

- The Capetian king died with no successor, Edward the third claimed the right to the throne, declared war on King Philip the 6th.
- The Hundred Year war also caused a change in warfare style throughout Europe
- New important military technologies were created such as the longbow, which allowed for longer range, it was cheap, and it was easy to use.
- Joan of Arc persuaded King Charles to allow her to go with the French army to New Orleans. She lead the French to victory against the English but was later captured and burned at the stake for being a witch
- The result of this war in France was a feeling of nationalism and the monarch received more power.
- In England, the War of Roses started, which was when the English suffered a period of internal conflict as two noble houses fought for the crown.



This shows the longbow being used during the Hundred Years' War

Guilds and Trade Associations

P1-Cole Anderson, Alex Ruhren, Alex Sleasman

Rise of Towns

- Merchants began settling near each other for trade
- Craftspeople and Artisans followed them to sell their products
- An increase of trade, led to more urbanization
- Lords or Kings began to give settlers rights as population began to rise, and settlers paid them taxes
- Some settlements created their own form of government like a council or court to preside over the town
- Only the wealthiest and most prominent were elected
- Merchants would settle near castles because Lords would offer protection
- If the settle was prosperous, they would build new walls around it
- Towns grew too fast for sewage, organized roads, and herding of animals to be developed making cities very crowded



This shows how crowded the cities were with their trade

Rise of Trade

- The revival was gradual, Venice, Italy led with a mercantile fleet (fleet of trade ships)
- Flanders, and an area near modern day Belgium, had a very desired woolen cloth
- Its location made it an ideal spot to trade
- Flanders increased trade with Italy, supported by trade fairs held by Counts of Champagne (France), there were 6 fairs a year
- Slowly an economy of using money emerged
- Trading companies and banking firms were founded
- All of these led to the rise of capitalism-people invested in trade and goods in order to make profits



Hanseatic League-(Guild)

- Created from the most important commercial cities, Hamburg, Lubeck, and Bremen
- Grew to 100 cities
- To participate in their trade, you had to abide by their rules
- Most valuable/important trading goods were exotic/luxury goods
- Greatly influenced the commerce of northwestern of Europe in 1300s-1400s



Fairs-Similar to today's farmers but larger

- Developed from the increase in trade
- Many local rulers used fairs for their own profit by taxing and charging fees on the goods
- The most important fair was the Champagne Fair, lasting over 6 fairs each 49 days
- Had a system of currency exchange to compensate for the different currencies
- Fairs spread cultures and ideas across medieval Europe
- Had forms of entertainment as well



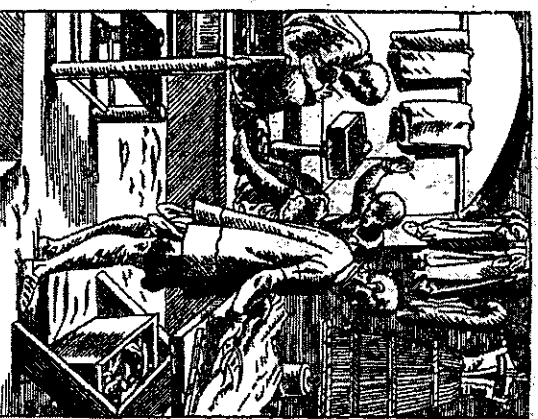
Shows the extent of the Hanseatic League extending from northwest Europe to southeast Europe.

Types of guilds

- Merchant Guild-gained a monopoly on one good in a city to trade, also was a charitable organization
- Craft Guild-regulated working conditions and times and wages, had the concept of an Apprentice(Trainee)-Journeyman(Day worker)-Master

Guild Services

- To members-set working conditions, covered members with a health insurance, provided funeral expenses, gave dowries for poor women.
- To the community-built almshouses for victims of misfortune, guaranteed quality work, took turns policing, donated to the Church

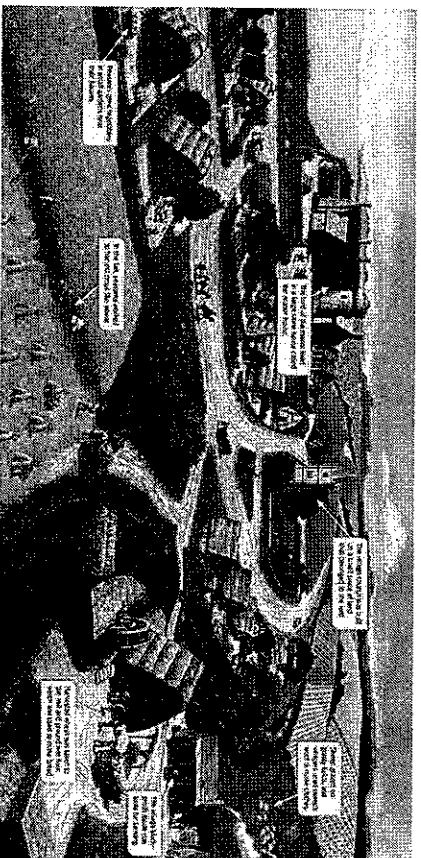


Shows two apprentices working for their trainer, either a master or a journeyman

Medieval Manorialism

By: John Marchand and Zac Smith. P3

Definition Of Manorialism: An agricultural estate run by a lord and worked by peasants

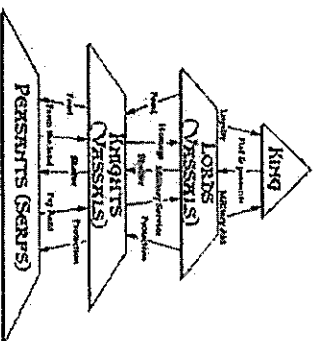


(Medieval Manor)

- Manors contained a church, two planted fields, one fallow field, a blacksmith, the serfs homes, and a separate garden for the local kitchen
- Estates consisted of many small homes occupied by serfs
- Had many farms run by either the serfs or the lord himself
- Any goods that we're found on the estate we're split between the lord and the serf it was found by
- The lord himself owned from one third to one half of the farmland, the rest of the estate was rented out to the serfs to grow food for themselves and their families

The Roles of Serfs and Lords

- A serf was a peasant legally bound to a manor and an lord whom which they had to obey
- Serfs were the lowest rank of society, below the king, lords, and knights
- Serfs we're required to pay a form of rent to the lord by splitting any income from produce farmed within the estate
- Serfs we're required to complete the tasks given to them by the lord
- Serfs worked three days a week for their lords
- Lords and Vassals we're tied together through mutual obligations to each other



- Knights were given the same benefits as the serfs, but it was in return for military service and paying homage to a lord
- Lords acquired their manors by providing military aid and loyalty to the king himself

Farming Techniques of Middle Ages

Crop Rotations

- Three-field system- farmers would plant 2 fields and let the the third field lay fallow- Let the field rest for a year to regain nutrients.
- This increased their production of food, resulting in more money being brought to each serf and lord.
- Still used today.

Horse Innovations

- Horses replaced oxen because a team of horses could plow 3 times as much land in a day as a team of oxen.
- Horse shoes protected horses feet
- Better harnesses were developed for the horses that fit across the horse's chest so it could pull the iron plow. Horse Collar/ Yoke.

Plow

- Before the plow, people had to dig by hand.
- much more efficient to plant.

